

Lone Wolf Club Newsletters

Newsletter #6

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

Internet Edition published by **Project Aon**. This edition is intended to reflect the complete text of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation and grammar have not been noted.

Publication Date: 13 January 2012

Text copyright © 1986 Joe Dever

Illustrations copyright © 1986 Gary Chalk

Distribution of this Internet Edition is restricted under the terms of the **Project Aon License**.

Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



NEWSLETTER No. 6

ATTENTION ALL LONE WOLF CLUB MEMBERS.....

Joe Dever and Ian Page will be signing copies of the latest GREY STAR book—'War of the Wizards'—on the 'Beaver Books' stand at this year's GAMES DAY. Come and meet us at this exciting show. LONE WOLF CLUB MEMBERS who attend the show wearing a Lone Wolf T-Shirt will receive a signed Lone Wolf wall poster. Bring your Lone Wolf and Grey Star books and have them signed as well!

This is the main event of the year on the gaming calendar. It's your chance to see all the different companies, all the different games, and all the wonderful celebrities, gathered under one roof in Central London. Two days packed with trade stands, competitions, quizzes, events and lots of games!

WHAT'S ON

- AD&D Competition
- Demonstration Games
- Games Day Auction
- Live Role-playing Displays
- The Games Day Awards
- Trade Stands
- Chaos Chat Shows
- Quizzes
- Figure Painting competition

HOW TO GET THERE



Venue: The Royal Horticultural Society Hall, Greycoat Street, London, SW1. Tube to Victoria or St. James' Park tubes.

Also, buses will be running from Games Workshop shops in Sheffield, Manchester, Newcastle, York, Nottingham and Birmingham. Contact the Store Manager for details.

COMING SOON...

Dates & Times:

Saturday, 27th September
(10:30am-6:00pm)
Sunday, 28th September
(10:00am-5:00pm)

TICKETS

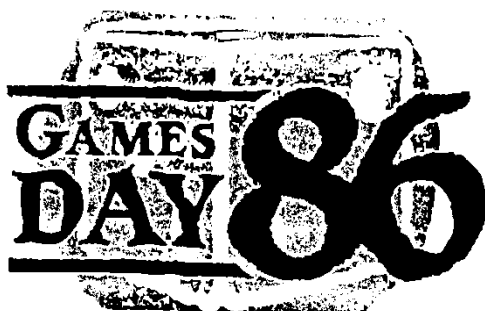
Important Notice! Due to fire regulations, we must limit the number of places at Games Day this year. Consequently, there may be a limit to the number of people we can admit at the door. To make sure of your ticket, write to: Games Day, Games Workshop, Mail Order, Chewton Street, Hill Top, Eastwood, Nottingham, NG16 3HY, enclosing a stamped, self-addressed envelope.

Buy your Games Day ticket now
£1.50 per day

IMPORTANT: You must tell us if you want a Saturday Ticket or a Sunday Ticket.

FURTHER DETAILS: Write to Steve Baker, Games Workshop, 1 Dalling Road, Hammersmith, W6, or telephone (01) 741-3445.

SEE YOU THERE!





Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS

- 1) As well as the Daziarn Plane and the Material Plane, how many planes are there?
- 2) At the start of the History of Magnamund in Newsletter 5, it said that Magnamund was the last free planet of Aon. Could you tell us the names of the others?

(Christopher Gregg, Maidenhead)

The planes of existence are the MATERIAL plane—the material manifestation of the planets and Universe of Aon; the DAZIARN plane—the ethereal ‘corridor’ connecting the planes; the plane of LIGHT—fortress plane of the Gods Ishir and Kai; the plane of DARKNESS—fortress plane of Naar, King of the Darkness; the four elemental strongholds of FIRE, EARTH, AIR, and WATER; and the plane of CONFLUENCE—a plane where the Gods of Light and Darkness can create material forms outside of the Laws of Time and the conditions of the material plane.

Within its own solar system, there are eight planets apart from Magnamund. They are TORM, BAZITTO, CANNADOM, PLUTARNIS, GORDONIA, HERMIDOS, SHUNA and ITHIS.

Please could you tell us more about Castle Taunor, which is featured in ‘The Kingdoms of Terror’, Ref. 63?

(Bryn Owens, Gwynedd)

Castle Taunor was built in MS 4402 by Prince Lydan of Winigen, then ruler of a small principality that is now part of Lyris. If you look at the map of the Stornlands in the front of Lone Wolf book 6, you can see the area that was once Winigen; it is the forest and plain which is bordered to the east by the River Quarl and the west by the highway between Amory and Varetta. Three years after the castle was

built, it was attacked by a rival baron and besieged for nine months. The prince eventually broke the siege by smuggling out one of his soldiers, who summoned the help of the Prince’s brother, Prince Frennen of Woeld. During the siege, the defenders rolled rocks covered with moss at the enemy. At first the rocks were carefully investigated, but as more and more of them were found to be harmless, interest in them waned. That, of course, was when the defenders wrapped a man inside a layer of moss and rolled him down, too. He was able to get through and summoned Prince Frennen’s army. Prince Lyden was killed ten years later at the Battle of Tido. His body was buried in the chapel of the castle and it is legend that the healing spa began to flow from the altar stone exactly a year after his death. The healing properties of Taunor Water became well known throughout the Stornlands, and many battles were fought to gain control of the castle. For two hundred years the spa dried up (MS 4615–4815), and during this time the castle fell into disrepair. In MS 5008, its main watchtower was rebuilt for use by the army of Lyris, but it was abandoned when the Denka Gate was constructed in MS 5017. The Yawshaths occupied its dungeons in the year MS 5035, the same year in which Lone Wolf was born.



IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO: LONE WOLF CLUB

BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW



What are the COMBAT SKILL and ENDURANCE points of Lord Zagarna, Darklord Vashna and Vonotar the Traitor?

(Michael Blocksome, Louisiana, USA)

Darklord Zagarna: CS 46 ENDURANCE 60
(Reduce by 25% if beyond the limits of the Darklands.)

Darklord Vashna: CS 58 ENDURANCE 88
(Reduce by 20% if beyond 400 miles from Helgedad.)

Vonotar the Traitor: CS 14 ENDURANCE 23
(Weak, but tricky!)

Where do the creatures called Yawshaths originate from?

(Alan Butcher, Cardiff)

The Yawshath, like most of the evil monsters that inhabit Magnamund, is one of the Agarashi—the creatures of darkness. When Naaros was destroyed, the Agarashi melted away into the mountains and swamps where they have hidden ever since. Many became extinct, but some, like the Yawshaths, evolved and survived in isolation, eventually emerging to terrorize the areas which border their lairs.

How many Darklords are there?

(Paul Fox, Dublin)

Originally, there were twenty Darklords. At the time of Lone Wolf Books 1 & 2, the years MS 5050, there are sixteen still in existence. Two of these are destined to perish at the hands of Lone Wolf (Darklords Zagarna and Haakon) before he reaches the rank of Kai Master.

What is the Gagadoth, of whom the Magicians of Dessi needed Banedon's help in order to defeat it?

(Glenn Wright, New Jersey, USA)

For thousands of years, the Gagadoth hid in the depths of the Chasm of Gorgoron, having escaped the destruction of Naaros where originally it was bred by Agarash the Damned.

Slowly it changed and evolved an immunity to the magic of the Elder Magi that enabled it, eventually, to rise up from the chasm and terrorize Dessi. The Elder Magi were helpless to stop it, but Banedon, whose magical skills are of a different kind to those of the Elder Magi, was able to defeat the creature after a long and terrible struggle in the cold depths of Gorgoron itself.



In Book 2 ('Fire on the Water'), it says that if any other person, save a True Kai, wields the Sommerswerd, it will lose its power forever. How come, in Castle Death, the ugly-faced Dwarf takes the Sun-sword, but it does not lose its power?

(Ian Cherry, Liverpool)

In Book 2, ref. 79, it states that in order to release the power of the Sommerswerd, only a Kai Lord should wield it. Should it be used in combat by anyone who is not a Kai Lord, its power will fade and be lost forever. The Dwarf in 'Castle Death' did not use the Sommerswerd in combat, and therefore its power has not been diminished as a result.

In the sewers beneath Tekaro I lost my weapon to the grasp of a certain killer organism—that weapon was the Sommerswerd! Surely this is a major disaster for both Lone Wolf and Sommerlund?

(Ralph Fitchett, Grimsby)

Strictly speaking, the Sommerswerd is a Special Item—not a Weapon. When facing the organism (ref. 4) you should erase a Weapon from your *Action Chart*. If you do not possess a Weapon, only then do you lose the Sommerswerd.

The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MATTHEW J. SPRANGE
Age: 12 ½
Address: England
Hobbies: D&D, Judge Dredd, computers (Electron), reading & comics.
Wants a pen-pal with an Electron computer.

Name: LUKE St. CLAIRE-SMITH
Age: 11
Address: England
Hobbies: Wildlife, Beano, tennis, drawing and gamebooks.
Wants a pen-pal (boy / girl with similar interests).

Name: ALAN LANSDOWNE
Age: 10
Address: England
Hobbies: Sci-fi & fantasy books (Tolkien & the Belgariad), gamebooks, astronomy & magic.
Would like a pen-pal (boy / girl) aged 10–13, into Tolkien and astronomy. No Giaks or Helghasts please!

Name: IAN CHERRY
Age: 16
Address: England
Hobbies: Lone Wolf, wargaming, computers (Spectrum 48K), D&D, writing solo adventures.
Wants a devoted Lone Wolf fan who also writes solo adventures.

Name: SIMON POWELL-EVANS
Age: 13
Address: England
Hobbies: Sci-fi books (Harry Harrison), 2000AD, Fighting Fantasy, D&D, pop, Lone Wolf, Citadel Miniatures, rifle shooting.
Wants a pen-pal (boy / girl) aged 12–14, in same area if possible.

Name: ANDREW PALMER
Age: 13
Address: England
Hobbies: Computers (C64), RPGs, 2000AD, Lone Wolf & Judge Dredd.
Wants a pen-pal (boy / girl) with similar interests (12–15).

Name: EMMA FISK
Age: 13
Address: Eire
Hobbies: Reading, music, sport, violin, FF books, collecting stamps, porcelain dolls and toilet rolls!
Wants a girl pen-pal aged 12 / 13 with similar interests, and who hates Wham! & Madonna. Posers need not apply!

Name: JOHN HOLBURN
Age: 8 ½
Address:
Hobbies: Lone Wolf, comics, BMXing, transformers, reading, board games & gamebooks.
Wants a boy pen-pal aged 7–10 with similar interests.

Name: JONATHAN HALL-SAY
Age: 11
Address: England
Hobbies: RPGs & stamp collecting.
Wants a pen-pal of similar age and of similar interests.

Name: MARK NASH
Age: 13
Address: England
Hobbies: Lone Wolf, FF, D&D, GrailQuest, Falcon, Dragon Warriors, Fatemaster, swimming, fantasy books.
Wants a pen-pal (10–12) willing to teach new RPGs.

Name: ANDREW MOSS
Age: 13
Address: England
Hobbies: Lone Wolf, art, Warlock mag. and planes.
Wants a pen-pal (boy / girl) of similar age and with similar interests.

Name: RODDY BAILEY
Age: 12
Address: England
Hobbies: Gamebooks, rifle shooting, cricket, drawing, wargaming & Lone Wolf.
Wants a pen-pal (boy / girl) who is into Lone Wolf and chess (12–13).

Name: GARY EVANS
Age: 12
Address: England
Hobbies: Lone Wolf, sports, stamps,
snakes, snooker.
Wants a pen-pal (boy / girl) who
is into snakes and quizzes.

Name: SARA MITCHELL
Age: 14
Address: Scotland
Hobbies: Books, films, not being good at
sport or at all fond of Sylvester
Stallone!
Wants anyone with a good
imagination, who likes Big
Country, and long train journeys,
and being slightly strange!

Name: SARAH GAL
Age: 13
Address: England
Hobbies: Reading, gamebooks, writing
letters, pets, swimming, drawing,
collecting things, sport, music,
PBMing.
Wants a pen-pal (boy / girl) who
is into pets and has similar
interests.

Name: DAVID BELL
Age: 12
Address: Scotland
Hobbies: Lone Wolf, gamebooks,
swimming, playing the organ,
trombone, computers (Amstrad).
Wants a pen-pal (aged 11–13)
who has an Amstrad computer.

Name: PETER JEFFREY
Age: 14
Address: Scotland
Hobbies: Gamebooks, terrapins, horror
films, chess, badminton, D&D,
Stephen King, computers (C64),
loud music & miniatures.
Wants a pen-pal (boy / girl) with a
good imagination and wide range
of interests.

Name: JASON KNIGHT
Age: 10
Address: England
Hobbies: Transformers, astronomy, game-
books, drawing, reading, ZX
Spectrum.
Wants a pen-pal with similar
interests.

Name: COLIN SCOTT
Age: 11
Address: Scotland
Hobbies: Football, fishing, Lone Wolf &
Grey Star.
Wants a boy pen-pal with similar
interests.

Name: DESMOND PATTON
Age: 13
Address: Eire
Hobbies: Wants a girl pen-pal, aged 12–14,
from anywhere on or off the face
of the earth! Send photo with
letter.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

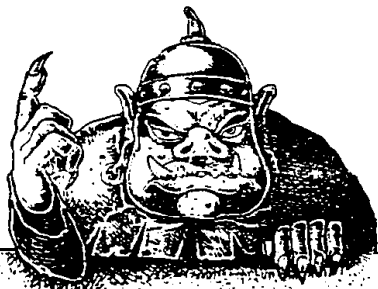
.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF
pen-pal. Please feature me in the next
newsletter (space permitting).

ORDER FORM



POSTAGE & PACKING CHARGES

No. of books	UK/BFPO	FOREIGN
1	0.28p	0.50p
2	0.40p	0.65p
3	0.59p	0.75p
4	0.66p	£1.00
5	0.66p	£1.25
6	0.98p	£1.35
7 or more	£1.26	£1.50

PLEASE NOTE:

All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Lone Wolf Club members have the exclusive opportunity to purchase individual titles, or complete sets, in the LONE WOLF / GREY STAR / COMBAT HEROES series, SIGNED BY JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.75	_____	£_____
LONE WOLF 2: Fire on the Water	£1.75	_____	£_____
LONE WOLF 3: The Caverns of Kalte	£1.75	_____	£_____
LONE WOLF 4: The Chasm of Doom	£1.75	_____	£_____
LONE WOLF 5: Shadow on the Sand	£1.75	_____	£_____
LONE WOLF 6: The Kingdoms of Terror	£1.75	_____	£_____
GREY STAR 1: Grey Star the Wizard	£1.75	_____	£_____
GREY STAR 2: The Forbidden City	£1.75	_____	£_____
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95	_____	£_____
COMBAT HEROES 1: The White Warlord	£2.25	_____	£_____
COMBAT HEROES 2: The Black Baron	£2.25	_____	£_____

NAME: _____

SUBTOTAL: £_____

ADDRESS: _____

POSTAGE: £_____

_____ Postcode: _____

TOTAL: £_____

Send your order to: LONE WOLF BOOK OFFER, Beaver Books, 62-65 Chandos Place, London, WC2N 4NW, England.

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.

Please
print
clearly!



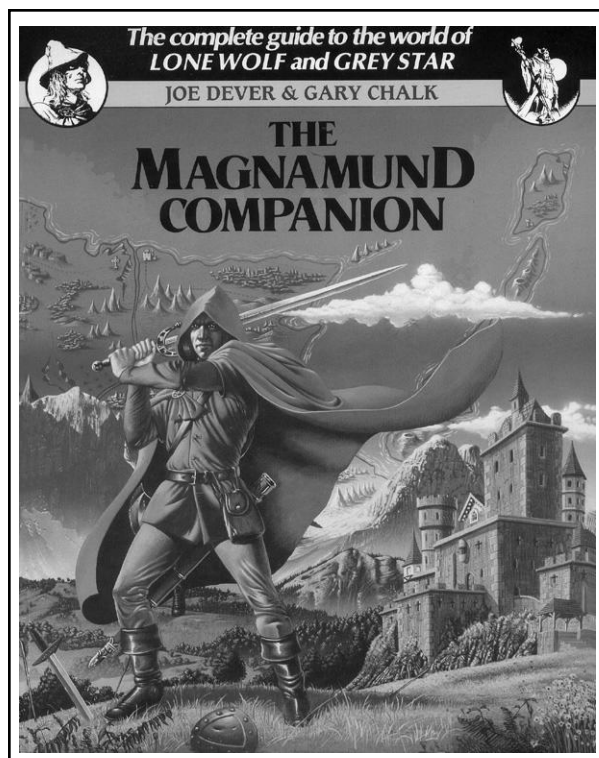
Sneaky Giak saboteurs were responsible for a couple of mistakes which appeared in the first editions of Lone Wolf book 7—Castle Death. Check your edition to see if the following appear:

- Ref. 290: The stats for the Beastman are
COMBAT SKILL 17 ENDURANCE 22
- Ref. 233: The stats for the Oudagorg are
COMBAT SKILL 17 ENDURANCE 17
- Ref. 258: Option to go to 186 is wrong.
The correct ref. no. is **49**.

WATCH OUT! THERE'S A GIAK ABOUT!



THE MAGNAMUND COMPANION



Order your signed copies NOW!



The long-awaited guide to the world of Lone Wolf and Grey Star will be available to Lone Wolf Club members, signed by its author—Joe Dever. ORDER NOW, USING THE PRIORITY ORDER FORM BELOW, AND YOUR SIGNED COPY WILL BE POSTED TO YOU, HOT OFF THE PRESS, ON THE DAY OF PUBLICATION: 6th NOVEMBER, 1986.



TO ORDER: Just fill in your name and address on the form below, and indicate which book(s) you require. Send your completed form, together with a cheque or postal order for the correct amount (made payable to the LONE WOLF CLUB), to:

LONE WOLF CLUB BOOK OFFER, C/o: Beaver Books, Brookmount House,
62-65 Chandos Place, Covent Garden, London, WC2N 4NW.

ORDER FORM

Please send me _____ copy(ies) of 'THE MAGNAMUND COMPANION' @ £6.95 each

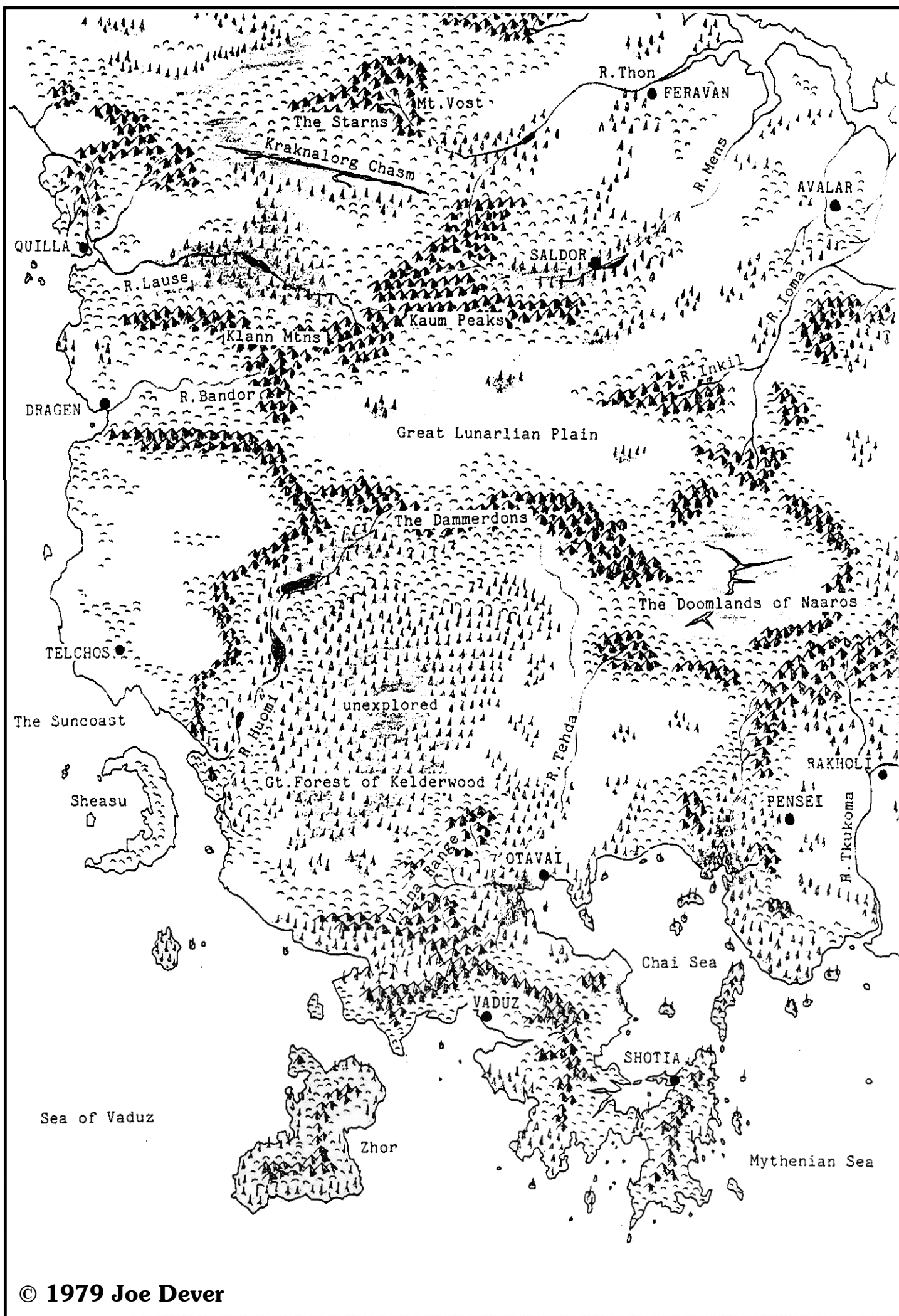
I enclose a postal order/cheque for £ _____

Name _____

Address _____

(BLOCK CAPITALS PLEASE)

Non UK/BFPO members please add £1.55 per book to their order. All remittances must be in a form which can be drawn on an English bank or Post Office without incurring a charge. Please do not send cash.



Southern Magnamund

MAULA

R. Dwerlir

SEROA

R. Sero

Lucian Hills

L. Lucien

Gt. Lissan Plain

Sadi Desert

Shada Mtns

R. Loga

R. Ocka

R. Rau

R. Ito

The Koltains

SHADAKI

ANDUI

KORLI

FORLU

SUHN

GYANIMA

KARNALI

Desolation Valley

Isle of Lorn

Gulf of Tentarium

Ralzuha Jungle

Koltainian Ocean

N

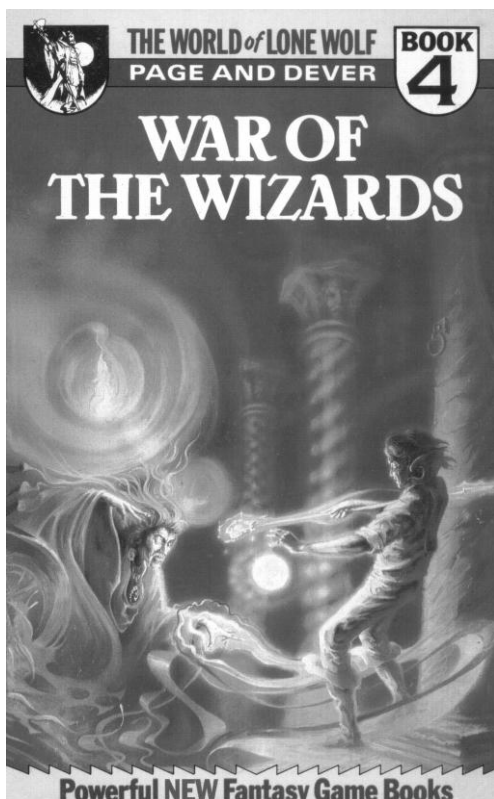
0 100 200 300 400 500

DISTANCE IN MILES

© 1979 Joe Dever

© 1979 Joe Dever

OUT NOW . . . STOP PRESS . . . OUT NOW . . . STOP PRESS . . . OUT NOW . . . STOP PRESS . . . OUT NOW



You are the wizard Grey Star. You now face the tumultuous climax to your epic struggle to overthrow the evil Wyitch-king Shasarak. His cruel empire is torn by war as the Freedom Fighters rebel against his corrupt dominion. Can you reach them in time to free mankind? Can you overcome the Wyitch-king's ferocious soldiers and the supernatural hordes that are his to command? Your only hope lies in your Wizard's Staff. Guard it well—for it contains the might of the mystic Moonstone, the very essence of your Magical Powers.

GREY STAR BOOK 4—"WAR OF THE WIZARDS"—THE EPIC CLIMAX TO THE GREY STAR SERIES IS NOW AVAILABLE TO LONE WOLF CLUB MEMBERS, SIGNED BY JOE DEVER. TO ORDER YOUR COPY WITHOUT DELAY, FILL IN THE FORM BELOW AND SEND IT, TOGETHER WITH A CHEQUE / POSTAL ORDER FOR £2.25 (MADE PAYABLE TO THE LONE WOLF CLUB), TO THE ADDRESS BELOW.

If you wish to keep your newsletter intact, copy or photocopy this order form and include it with your remittance.

GREY STAR 4: LONE WOLF CLUB MEMBERS ORDER FORM

Please send me ____ copy(ies) of 'WAR OF THE WIZARDS' @ £2.25 each.

Name _____

Address _____

(BLOCK CAPITALS PLEASE)

Send your order to: LONE WOLF CLUB BOOK OFFER, C/o Beaver Books, Brookmount House, 62-65 Chandos Place, London. WC2N 4NW

Non UK/BFPO orders please add £0.50 per book to their order. All remittances must be in a form which can be drawn on an English bank or Post Office without incurring a charge. Please do not send cash.



1. SOMMERLUND
2. DURENOR
3. CLOEASIA
4. VASSAGONIA
5. MAAKENMIRE
6. CASIORN
7. THE WILDLANDS
8. LAKURI ISLES
9. LYRIS
10. THE DARKLANDS
11. SALONY
12. MAGADOR
13. DELDEN
14. ELDENORA
15. SLOVIA
16. ANARI
17. PALMYRION
18. RUEL
19. CARON
20. LOURDEN
21. FIRALOND
22. KAKUSH
23. CHAMAN
24. BAUTAR
25. VALERION
26. DESSI
27. TALESTRIA
28. OGIA
29. DANARG
30. BOR
31. THE HAMMERLANDS
32. ERU
33. SKAROR
34. THE HELLSWAMP
35. NYVOZ
36. NYRAS
37. GHATAN
38. TADATIZAGAZA
(The Hardlands)
39. ZALDIR
40. IXIA
41. KALTE





The response to the second painting and drawing competition was excellent with over two hundred Kai Lords taking part. Yet again, the standard of artwork was very high, making the task of picking the winners quite difficult, but after careful consideration the following were chosen:

JUNIOR CLASS (Up to 10 years):

Mark Cunningham

INTERMEDIATE CLASS (11-14):

DEAN RANKINE

SENIOR CLASS (14 and above):

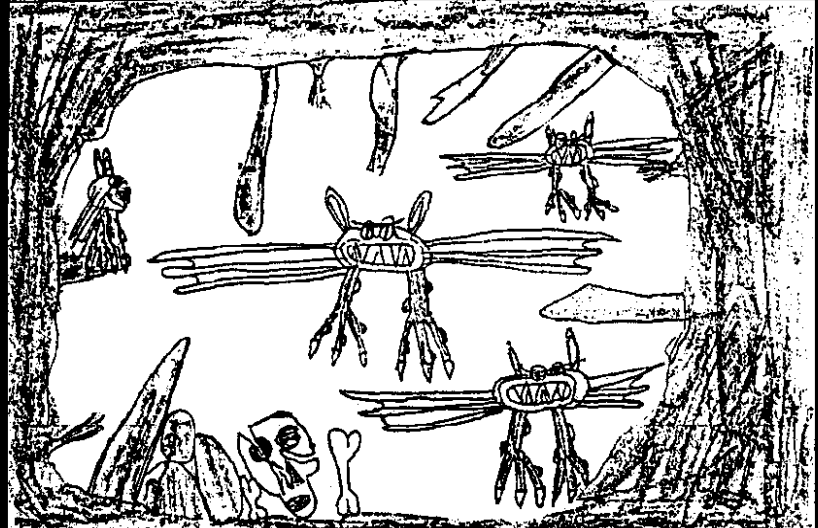
JASON COWLEY

Each of the winners receives a deluxe Schaeffer Calligraphy set and a signed winner's certificate.

Because of the very high standard, we have chosen to list all those whose artwork deserves a special commendation in the...

LONE WOLF CLUB * ORDER OF MERIT

Robin Forder, Richard Pitman, David Kinghorn, Colin Fenwick, Nazrin Bin Abu Bakar, Daniel Waldock, Anthony Griffin, Paul Green, James Rockinson, Jason Tabbanor, Andrew Moss, Michael Grey, Emma Fisk, Craig Oxbrow, Bryn Owens, Steven Vest, Jon Fagg, William Miles, Steven Tongue, Paul Barton, Michael Meenan, David Barber, Innes Clatworthy, Alan McIntosh, Jonathan Chipchase, Steven Robertson, Jamie Hickman, Ian Coles, Adam Simmonds, Daniel Kitchener, Malcolm Fraser, Roddy Bailey, Luke St Claire-Smith, Fraser Kirk, Sean Richards, David Abrahams, Tim Dexter, Steven Yates, Michael Gibbens, Richard Wood, Sarah Gal, Juliette White, Gideon Sanitt, Yoau Sadan, Damion Bagalue, Fiona Cummings, Paul Dickinson, Jeremy Galton.



MARK CUNNINGHAM

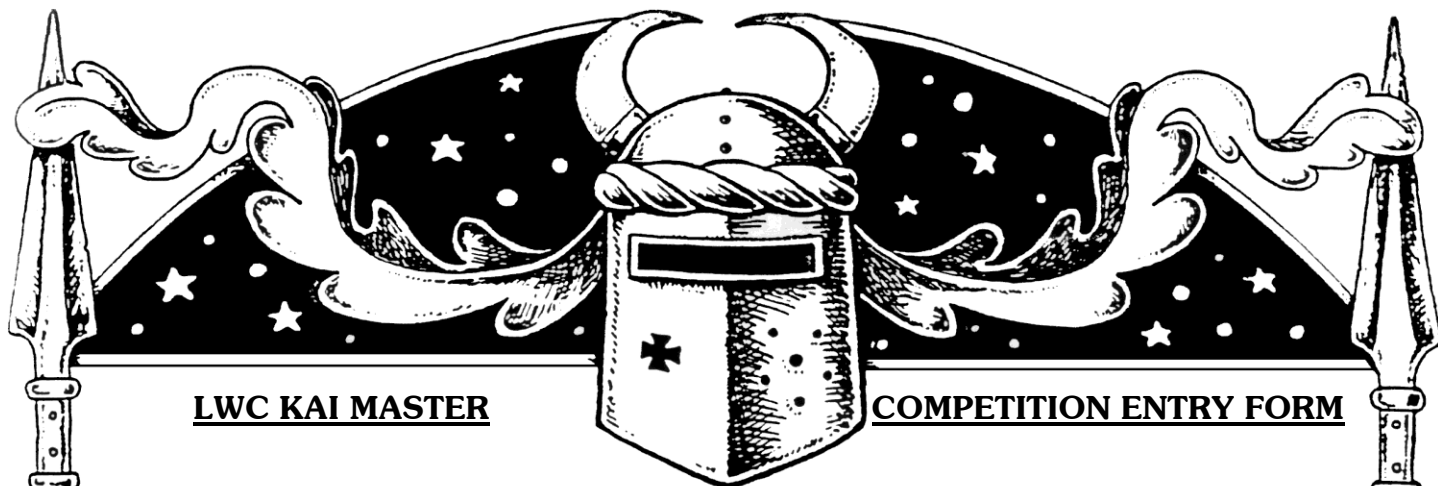


DEAN RANKINE



JASON COWLEY





LWC KAI MASTER

COMPETITION ENTRY FORM

KAI MASTER QUIZ

In this issue's competition you have the chance to prove your knowledge of Magnamund by answering Fifteen Mega-tough Kai Master questions, which have been based on information contained in the first seven Lone Wolf books. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the whole form to the club c/o the address shown below.



All entries must be submitted no later than 31st December 1986. Any received after this date will not be counted so be sure to post your entry off as soon as possible. The winner and runners-up will be notified by post no later than 14th January 1987.

THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a Casio Quartz Chrono / Alarm watch with multi-functions including stopwatch and lap counter. The next three correct entries will win personally dedicated photographs, framed and signed by Joe Dever.

1. WHO ARE THE NATIVE SOLDIERS OF DESSI?
2. IN WHICH CITY WOULD YOU FIND THE INN OF THE CROSSED SWORDS?
3. WHO IS KING OF THE NOODNICS?
4. IN WHICH PART OF PORT BAX IS THE CONSULATE OF SOMMERLUND LOCATED?
5. WHAT IS THE ICE BARBARIAN WORD FOR 'TERROR'?
6. WHAT WAS THE SYMBOL OF DARKLORD ZAGARNA?
7. WHICH COUNTRY HAS A CAPITAL CITY WHOSE EMBLEM IS A TEN-POINTED STAR?
8. WHO IS COMMANDER OF KING ALIN IV's BODYGUARD?
9. WHAT IS THE 'SAADI-TAS-OUDA'?
10. WHO WAS RULER OF RAGADORN IN THE YEAR MS 5045?
11. BY WHAT NAME IS THE DISEASE TAKADHA KNOWN IN SOMMERLUND?
12. WHAT IS THE EMBLEM OF THE CITY OF CASIORN?
13. WHAT BREED OF WAR-DOGS IS USED BY THE DRAKKARIM?
14. BY WHAT NAME WAS BARRAKA KNOWN TO HIS MEN?
15. BY WHAT TITLE IS THE RULER OF IKAYA KNOWN?

NAME KAI RANK

ADDRESS

.....

..... POSTCODE

Send your completed entry to: THE LONE WOLF CLUB (CT), Beaver Books,
Brookmount House, 62-65 Chandos Place, London, WC2N 4NW, England

Project Aon License

21 August 2009

0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

By viewing or downloading the books or the illustrations, you agree to refrain from redistributing them in any format for any reason. This is intended to protect readers from getting poor quality, unofficial versions or from being asked for payment in exchange for the books by someone who is redistributing them unofficially.

Anyone who wishes to simply view or download the Internet Editions for their own personal use need not worry about running afoul of the terms of this License. These activities are within acceptable behaviour as defined by this License.

This section does not contain the legally binding terms of this license. Please read the precise terms and conditions of this license that follow.

The current version of this license can be found at the following URL:

<http://www.projectaon.org/license/>

1. Definitions

1.0

'License' shall hereafter refer to this document.

1.1

'Authors' shall hereafter refer to Joe Dever, Ian Page, and Gary Chalk, copyright holders for the literary works covered by this license. Where Joe Dever, Ian Page, or Gary Chalk is mentioned singly, they will be referred to by name.

1.2

'Illustrators' shall hereafter refer to Rob Adams, copyright holder of portions of *The Magnumund Companion*; Paul Bonner, holder of the copyrights for the illustrations of the World of Lone Wolf books; Gary Chalk, holder of the copyrights for the illustrations of Lone Wolf books one through eight counted inclusively, holder of the copyrights of portions of *The Magnumund Companion*, and holder of the copyrights for *The Lone Wolf Poster Painting Book*; Melvyn Grant, holder of the copyrights for the illustrations of *Freeway Warrior 1: Highway Holocaust*; Richard Hook, copyright holder of portions of *The Magnumund Companion*; Peter Andrew Jones, copyright holder of the illustrations used in the *Lone Wolf 10th Anniversary Calendar*; Cyril Julien, copyright holder of portions of *The Skull of Agarash*; Peter Lyon, copyright holder of portions of *The Magnumund Companion*; Trevor Newton, copyright holder of the illustrations of *Voyage of the Moonstone*; Peter Parr, copyright holder of the illustrations of *Black Baron* and *White Warlord*, *Emerald Enchanter* and *Scarlet Sorcerer*; Graham Round, copyright holder of portions of *The Magnumund Companion*; and Brian Williams, holder of the copyrights for the illustrations of Lone Wolf books nine through twenty-eight counted inclusively with the exception of the illustrations for book twenty-one, *The Voyage of the Moonstone*, holder of the copyrights of portions of *The Skull of Agarash*, and holder of the copyrights for the illustrations of books two through four, counted inclusively, of the *Freeway Warrior* series. Where Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Graham Round, or Brian Williams is mentioned singly, they will be referred to by name.

1.3

'Internet' shall hereafter refer to any means of transferring information electronically between two or more 'Licensees'. (The term 'Licensee' is defined in Section 1.5

of the License)

1.4

'Internet Editions' shall hereafter refer to the document or documents, any parts thereof or derivative works thereof (including translations) made available to the public under the terms of this License via the Internet. The term 'Internet Editions' is limited to the electronic transcription of certain text and illustrations by the Authors and Illustrators respectively as listed hereafter.

The following are the works written by Joe Dever which are being offered under the terms of this license:

- *Flight from the Dark*;
Copyright 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;
Copyright 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;
Copyright 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;
Copyright 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;
Copyright 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;
Copyright 1985 Joe Dever and Gary Chalk.
- *Castle Death*;
Copyright 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;
Copyright 1987 Joe Dever and Gary Chalk.
- *The Cauldron of Fear*;
Copyright 1987 Joe Dever.
- *The Dungeons of Torgar*;
Copyright 1987 Joe Dever.
- *The Prisoners of Time*;
Copyright 1987 Joe Dever.
- *The Masters of Darkness*;
Copyright 1988 Joe Dever.
- *The Plague Lords of Ruel*;
Copyright 1990, 1992 Joe Dever.
- *The Captives of Kaag*;
Copyright 1991 Joe Dever.
- *The Darke Crusade*;
Copyright 1991, 1993 Joe Dever.
- *The Legacy of Vashna*;
Copyright 1991, 1993 Joe Dever.
- *The Deathlord of Ixia*;
Copyright 1992, 1994 Joe Dever.
- *Dawn of the Dragons*;
Copyright 1992 Joe Dever.
- *Wolf's Bane*;
Copyright 1993, 1995 Joe Dever.
- *The Curse of Naar*;
Copyright 1993, 1996 Joe Dever.
- *Voyage of the Moonstone*;
Copyright 1994 Joe Dever.
- *The Buccaneers of Shadaki*;
Copyright 1994 Joe Dever.
- *Midnight's Hero*;
Copyright 1995 Joe Dever.
- *Rune War*;
Copyright 1995 Joe Dever.
- *Trail of the Wolf*;
Copyright 1997 Joe Dever.
- *The Fall of Blood Mountain*;
Copyright 1997 Joe Dever.
- *Vampirium*;
Copyright 1998 Joe Dever.
- *The Hunger of Sejanor*;
Copyright 1998 Joe Dever.
- *The Magnumund Companion*;
Copyright 1986 Joe Dever.
- *Freeway Warrior 1: Highway Holocaust*;
Copyright 1988 Joe Dever.
- *Freeway Warrior 2: Slaughter Mountain Run*;
Copyright 1988 Joe Dever.
- *Freeway Warrior 3: The Omega Zone*;
Copyright 1989 Joe Dever.
- *Freeway Warrior 4: California Countdown*;
Copyright 1989 Joe Dever.

The following are the works written by Ian Page which are being offered under the terms of this license:

- *Grey Star the Wizard*;
Copyright 1985 Ian Page.

- *The Forbidden City*;
Copyright 1986 Ian Page.
- *Beyond the Nightmare Gate*;
Copyright 1986 Ian Page.
- *War of the Wizards*;
Copyright 1986 Ian Page.

The illustrations created by Rob Adams for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Rob Adams.

The illustrations created by Paul Bonner for the following books are part of the illustrations being offered under the terms of this License:

- *Grey Star the Wizard*;
Illustrations copyright 1985 Paul Bonner.
- *The Forbidden City*;
Illustrations copyright 1986 Paul Bonner.
- *Beyond the Nightmare Gate*;
Illustrations copyright 1986 Paul Bonner.
- *War of the Wizards*;
Illustrations copyright 1986 Paul Bonner.

The illustrations created by Gary Chalk for the following books are part of the illustrations being offered under the terms of this License:

- *Flight from the Dark*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *Castle Death*;
Illustrations copyright 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;
Illustrations copyright 1987 Joe Dever and Gary Chalk.
- *The Magnumund Companion*;
Some illustrations copyright 1986 Gary Chalk.
- *The Lone Wolf Poster Painting Book*;
Copyright 1986 Gary Chalk.

The text written by Gary Chalk for the following book is being offered under the terms of this License:

- *The Lone Wolf Poster Painting Book*;
Copyright 1987 Gary Chalk.

The illustrations created by Melvyn Grant for the following book are part of the illustrations being offered under the terms of this License:

- *Freeway Warrior 1: Highway Holocaust*;
Illustrations copyright 1988 Melvyn Grant.

The illustrations created by Richard Hook for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Richard Hook.

The illustrations created by Peter Andrew Jones for the following book are part of the illustrations being offered under the terms of this License:

- *Lone Wolf 10th Anniversary Calendar*;
Illustrations copyright 1994 Peter Andrew Jones.

The illustrations created by Cyril Julien for the following book are part of the illustrations being offered under the terms of this License:

- *The Skull of Agarash;*
Some illustrations copyright 1994 Cyril Julien.

The illustrations created by Peter Lyon for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion;*
Some illustrations copyright 1986 Peter Lyon.

The illustrations created by Trevor Newton for the following book are part of the illustrations being offered under the terms of this License:

- *Voyage of the Moonstone;*
Illustrations © 1994 Trevor Newton.

The illustrations created by Peter Parr for the following books are part of the illustrations being offered under the terms of this License:

- *Black Baron;*
Illustrations © 1986 Peter Parr.
- *White Warlord;*
Illustrations © 1986 Peter Parr.
- *Emerald Enchanter;*
Illustrations © 1986 Peter Parr.
- *Scarlet Sorcerer;*
Illustrations © 1986 Peter Parr.

The illustrations created by Graham Round for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion;*
Some illustrations copyright 1986 Graham Round.

The illustrations created by Brian Williams for the following books are part of the illustrations being offered under the terms of this License:

- *The Cauldron of Fear;*
Illustrations Copyright 1987 Brian Williams.
- *The Dungeons of Torgar;*
Illustrations Copyright 1987 Brian Williams.
- *The Prisoners of Time;*
Illustrations Copyright 1987 Brian Williams.
- *The Masters of Darkness;*
Illustrations Copyright 1988 Brian Williams.
- *The Plague Lords of Ruel;*
Illustrations Copyright 1990, 1992 Brian Williams.
- *The Captives of Kaag;*
Illustrations Copyright 1990, 1992 Brian Williams.
- *The Darke Crusade;*
Illustrations Copyright 1991, 1993 Brian Williams.
- *The Legacy of Vashna;*
Illustrations Copyright 1991, 1993 Brian Williams.
- *The Deathlord of Ixia;*
Illustrations Copyright 1992 Brian Williams.
- *Dawn of the Dragons;*
Illustrations Copyright 1992 Brian Williams.
- *Wolf's Bane;*
Illustrations Copyright 1993 Brian Williams.
- *The Curse of Naar;*
Illustrations Copyright 1993 Brian Williams.
- *The Buccaneers of Shadaki;*
Illustrations Copyright 1994 Brian Williams.
- *Midnight's Hero;*
Illustrations Copyright 1995 Brian Williams.
- *Rune War;*
Illustrations Copyright 1995 Brian Williams.
- *Trail of the Wolf;*
Illustrations Copyright 1997 Brian Williams.
- *The Fall of Blood Mountain;*
Illustrations Copyright 1997 Brian Williams.
- *Vampirium;*
Illustrations Copyright 1998 Brian Williams.
- *The Hunger of Sejanoz;*
Illustrations Copyright 1998 Brian Williams.
- *The Skull of Agarash;*
Some illustrations copyright 1994 Brian Williams.
- *Freeway Warrior: Slaughter Mountain Run;*
Illustrations Copyright 1989 Brian Williams.
- *Freeway Warrior: The Omega Zone;*
Illustrations Copyright 1989 Brian Williams.

- *Freeway Warrior: California Countdown;*
Illustrations Copyright 1989 Brian Williams.

The works distributed under the collective title *Lone Wolf Club Newsletters*—which are composed of, in part, the above named works—will also be distributed under the terms of this License.

'Internet Editions' shall not refer to any other works by the Authors, nor any other illustrations by the Illustrators unless the Authors or Illustrators amend this License. 'Internet Editions' shall refer solely to the text and illustrations of the above works when made available through the Internet.

1.5

'Licensee' shall hereafter refer to any person or electronic agent who receives some portion or all of the Internet Editions. The 'Licensee' shall hereinafter be referred to as 'Licensee' or 'you'.

1.6

'Distribution Point' shall hereafter refer to the specific Internet site or sites to which the Authors and Illustrators have granted rights to distribute the Internet Editions.

1.7

'Maintainer' shall hereafter refer to the person or persons who are responsible for the maintenance of the Distribution Point.

2. Terms of Distribution

2.0

The terms of this License are limited to the distribution of the Internet Editions. No other form of distribution is covered under the terms of this License.

2.1

The Authors and Illustrators grant you the right to receive a copy or copies of the Internet Editions from the Distribution Point at no charge provided that you agree to all of the terms and obligations of this License. If you do not agree to all of the terms and obligations of this License, you are not granted any rights by this License.

You agree to be bound by the terms and obligations of this License by the act of receiving or viewing a copy of any portion of the Internet Editions even though you have not signed a written document. Indeed, you have no right to receive or view a copy or copies without first accepting this License as legally valid and binding and agreeing to the terms and obligations of this License.

2.2

You agree to refrain from redistributing the Internet Editions in any form, electronic or otherwise, to any other person or persons for any reason by any means. You are granted the right to receive a copy or copies only for your own personal use.

This License does not collectively grant any rights to corporations or groups of individuals when regarded as one legal entity. This License exclusively grants rights to private individuals.

Redistribution includes but is not limited to displaying the Internet Editions within the graphical representation of an Internet site other than the Distribution Point. This prohibition includes but is not limited to the use of HTML 'frames'.

An exception to the restrictions on redistribution in this section is made in that you may send the Internet Editions or derivative works thereof to the Distribution Point by the consent of the Maintainer.

2.3

The Authors and Illustrators retain all other rights to their respective portions of the Internet Editions not covered by this License. The Authors or Illustrators may, at any time, without notice and without need to show due cause, revoke the rights granted to you by this License to their respective portions of the Internet Editions.

2.4

If a person is under the legal age to be able to enter into a

contractual relationship as defined by the laws of the area in which that person resides, they may have a parent or legal guardian agree to be bound by the terms and obligations of this License. On condition of agreeing to be bound by the terms of the License, that same parent or legal guardian may thereafter give a copy or copies of the Internet Editions to that child. That parent or legal guardian is thereafter legally responsible to ensure that that child behaves in accordance with all of the terms and obligations of this License.

The authority of a parent or legal guardian to distribute the Internet Editions does not extend to the distribution of the Internet Editions to any other person or persons except his or her child or legal dependent.

3. Termination of the License

3.0

If for any reason you are unable to comply with any of the terms and obligations of this License, you agree to destroy all copies of the Internet Editions of which you have control within fourteen calendar days after the first violation.

3.1

If any of the Authors or the Illustrators revokes your rights granted under this License, you agree to destroy all copies of the Authors' or Illustrators' work which is a part of the Internet Editions of which you have control within fourteen calendar days of receiving notification in any form.

4. Jurisdiction

4.0

If, in consequence of court judgement or the laws of a particular area, any portion of the License is held as invalid or unenforceable in any particular circumstance, you are no longer granted any rights under the terms of this License in that circumstance. You agree to act in accordance with section 3.0 for all copies of the Internet Editions for which the License is held as invalid or unenforceable as if you had violated the terms and obligations of the License. The License is intended to remain in force in all other circumstances.

5. Revision of the License

5.0

The Authors and the Illustrators may publish revisions of this License in the future to address new concerns. Any further revisions will be legally binding at the time that you receive notification in any form of the revision.

6. NO WARRANTY

6.0

BECAUSE THE INTERNET EDITIONS ARE LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE INTERNET EDITIONS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS OR OTHER PARTIES PROVIDE THE INTERNET EDITIONS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY OF THE INTERNET EDITIONS IS WITH YOU. SHOULD THE INTERNET EDITIONS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY REPAIRS.

6.1

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER OR MAINTAINER BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE INTERNET EDITIONS (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE INTERNET EDITIONS TO OPERATE WITH ANY PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.